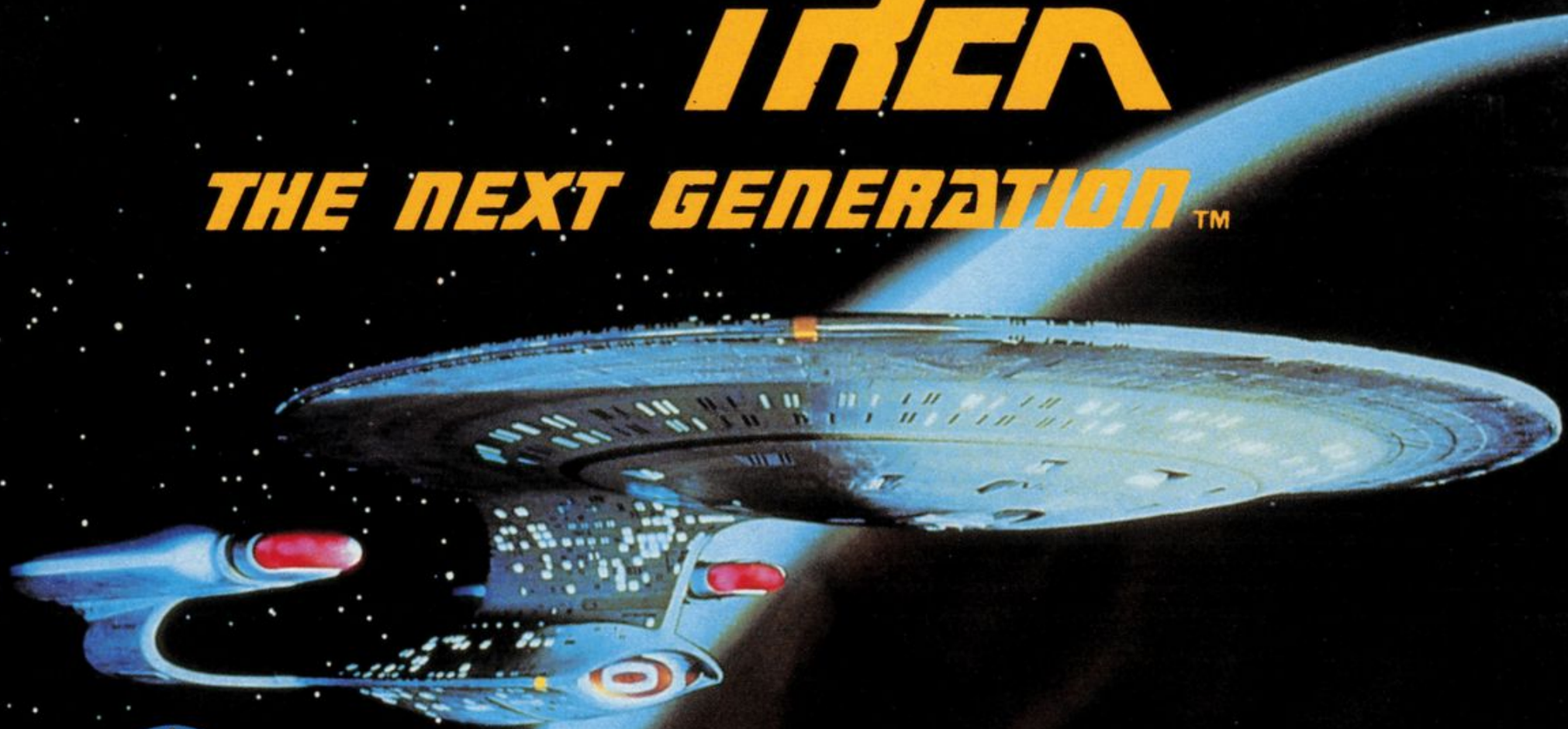
NES-NX-USA

STAR TREK®

THE NEXT GENERATION™



ABSOLUTE™

CADET TRAINING MANUAL

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

ABSOLUTE™

Table of Contents

Initial Procedures 5
Start Game 6
Password 6
Mission Briefings 7
The Main View Screen 8
Crew Select/Impulse Speed Mode 8
Navigation Mode 9
Warp Mode 10
Crew Screens 11
Lt. Worf: Tactical Systems 12
Shields 12
Weapons Systems 13
Lt. Cmdr. Data: Operations Control 14
Course 14
Sensors 15
Orbit 17
Lt. Cmdr. La Forge: Engineering Systems Control 19
Power 19
Repairs 21
Chief O'Brien: Transporter Systems Control 23
Beam Up 24
Beam Down 26
Intruder 27
Cmdr. Riker: Mission Control 28
Hostile Encounters 29
Phasers 29
Photon Torpedoes 30
Red Alert Scenarios 31
Temporal Rift 31
Intruder Alert 31
Life Support System Failure 32
Mission Summary and Password Assignment 33

CAPTAIN JEAN-LUC PICARD
U.S.S. ENTERPRISE ™
INSTRUCTOR EMERITUS

It is both an honor and a privilege to address you, one of an elite group of cadets chosen for this very special training session. Your presence here indicates that you have mastered—indeed, excelled at—a long and arduous course of instruction here at Starfleet Academy. It is your top-notch performance that has qualified you for the Advanced Holodeck Tutorial.

The Tutorial is administered each year by an experienced Starship Captain; I have that honor this year. The Holodeck's computer imagery technology enables the cadet to assume control of the instructor's starship—effectively becoming her captain—and thus experience a series of lifelike missions that will test nearly every principle the cadet has learned at the Academy.

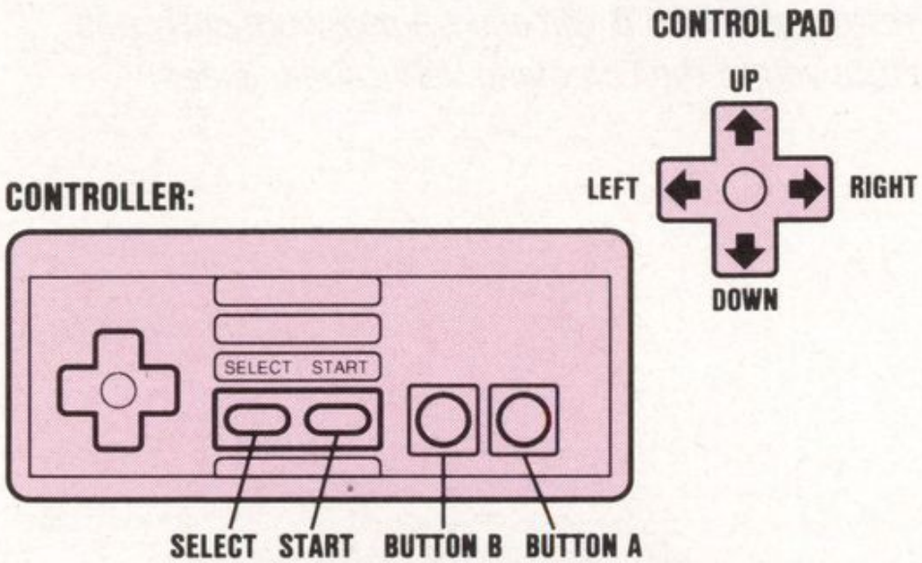
As each situation presents itself, you will have several options from which to choose and you will be able to enlist the help of holographic facsimiles of individual U.S.S. Enterprise crew members. While there is no single correct path to be followed, I encourage you to remember that the command of a starship is much more than a mastery of quantum physics, battle strategies, and phaser marksmanship. You will also require clear thinking, cool-headedness, and compassion.

On behalf of myself and the Academy, I wish you the best of luck. I have every confidence that you will excel in this, your final test, and make a fine addition to Starfleet.

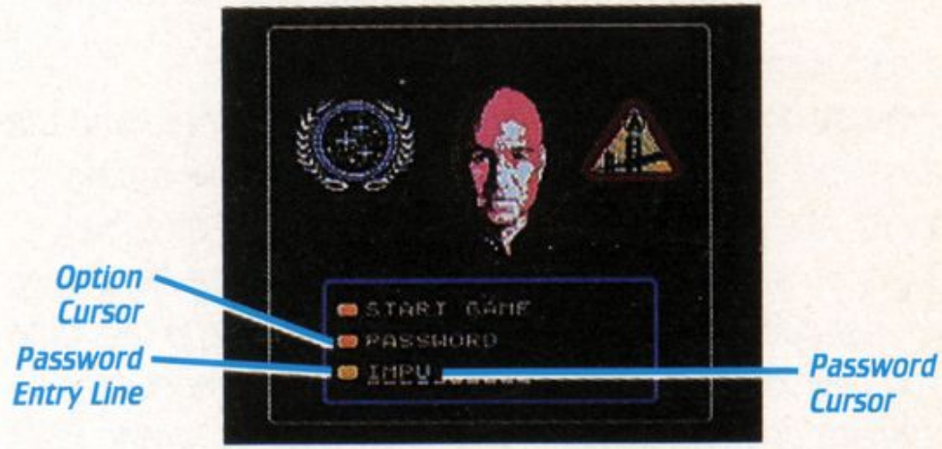
And now...the U.S.S. Enterprise is yours to command!

Initial Procedures

*Make sure the NES™ power switch is **OFF**. Insert the **STAR TREK®: THE NEXT GENERATION™** Game Pak, then turn **ON** the power switch. A series of logo, legal, title, and credit screens will be displayed. Press any button on the NES controller to move to the next screen.*



Pressing any button anytime during the credits sequence advances to the Command Verification Screen:



*Once on the Command Verification Screen, press **UP** or **DOWN** to move the option cursor to either **START GAME** or **PASSWORD**.*

Initial Procedures (Contd.)

Start Game

*Press **BUTTON A** when this option is highlighted and you will begin the game as a novice cadet with no ranking.*

Password

*Press **BUTTON A** when this option is highlighted and the Password Entry Line appears. You will receive a password after completing a series of successful missions. Entering it here at the beginning of the game allows you to maintain the ranking you were assigned the last time you played the game. This way you will immediately embark on more complex missions, without having to repeat your previous achievements (see Mission Summary and Password Assignment on page 33 for more information on receiving passwords).*

*To enter your Password, press **RIGHT** or **LEFT** to move the Password Cursor. Then press **UP** or **DOWN** to select the desired letter (if needed, there is a blank space between the "A" and the "Z"). When you have finished entering, press **BUTTON A** to begin the game.*

*Pressing **BUTTON B** will abort a password entry and return you to the Command Verification Screen.*

Mission Briefings

When your Tutorial begins, the Mission Briefing Screen will appear. Your Starfleet Academy instructor, in this case Captain Jean-Luc Picard of the U.S.S. Enterprise™, will give you your assignment. As the Tutorial proceeds, each new mission will be assigned the same way.

Mission assignments are displayed in two parts. The first screen appears automatically. To see the second screen, press ***BUTTON B****.*

When you have finished reading your briefing, press ***BUTTON B*** *to move into the Main View Screen.*

From this point on, it is your responsibility to determine what courses of action are required to successfully complete the mission. As acting captain of the U.S.S. Enterprise, you should be thoroughly familiar with the starship's crew members and their various functions. Devote your full attention to studying this manual before embarking on the first mission.

The Main View Screen

This is the straight-ahead view of your course through space as seen from the U.S.S. Enterprise™ bridge. The Main View Screen consists of three distinct modes.

Crew Select/Impulse Speed Mode

This mode is primarily used for selecting crew members when their particular functions are required. Each Starfleet emblem represents a crew member. Refer to their individual sections in this manual for descriptions of their functions.

Lieutenant Worf: Tactical Systems Control

Commander William Riker: Mission Control

Lieutenant Commander Data: Operations Control

Lieutenant Commander Geordi La Forge: Engineering Systems Control

Chief Miles O'Brien: Transporter Systems Control

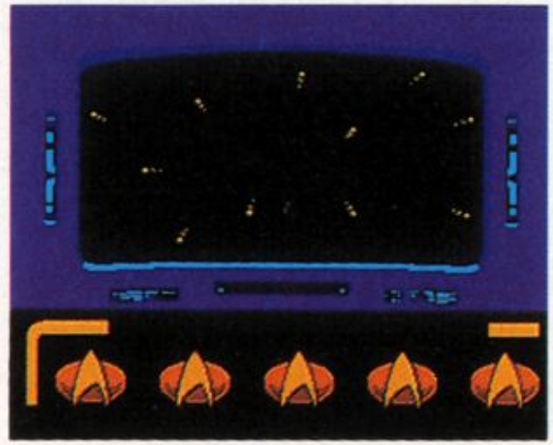
To contact a crew member:

- *Press **RIGHT** or **LEFT** to highlight the desired crew member's insignia.*
- *Press **BUTTON A** to contact the selected crew member.*

Crew Select/Impulse Speed Mode also allows you to make adjustments to the ship's impulse (non-warp) speed:

- *When halted, press **UP** once to accelerate to half-impulse speed. Press again to reach full impulse power.*
- *Press **DOWN** to decelerate to half-impulse power, press it again to halt the U.S.S. Enterprise's™ movement.*
- *Impulse speed is not displayed on this screen. With experience, you will be able to assess your speed from the rate at which you pass the starfields. For a precise impulse reading, contact Mr. Data (see page 14).*
- ***START** pauses.*

Navigation Mode



This mode allows you to steer the U.S.S. Enterprise in a complete 360° rotation. (Crew communication is not possible in Navigation Mode; you must return to Crew Select Mode to make contact.)

Hostile Encounters also take place in Navigation Mode. See pages 29—30 for a complete discussion.

The Main View Screen (Contd.)

To steer the U.S.S. Enterprise™:

- Press **SELECT** to toggle back and forth between Crew Select and Navigation Modes.
- Press **UP**, **DOWN**, **LEFT**, or **RIGHT** to move the ship in the corresponding direction when in Navigation Mode.

In both Crew Select and Navigation Modes, a sensor tracking box may appear on the View Screen, indicating a significant object that can't be seen clearly from your current distance—a planet or another vessel, for example.

Further sensor investigation may be immediately accessed by pressing **START** when in Navigation Mode. Starfleet recommends, however, that the cadet first study Lieutenant Commander Data's section on pages 14–18 for a thorough discussion of sensor readings.

Warp Mode

When warp speed has been engaged by Mr. Data (see pages 14–15), the Main View Screen switches into Warp Mode. The view from the bridge now shows the starship traveling at a significantly increased rate. Navigation and crew communication are not possible during warp drive.

When you arrive at your destination, warp drive is terminated and the View Screen automatically reverts to Crew Select Mode. Normal activities may now be resumed.

STARFLEET ADVISORY: In Warp Mode there is a risk that your starship will be thrust into a Temporal Rift. See Red Alert Scenarios on pages 31–32 for more details.

STARFLEET ADVISORY: From time to time, a crew emblem will flash, signifying a message from a crew member. If a message is urgent, the emblem will both flash and beep.

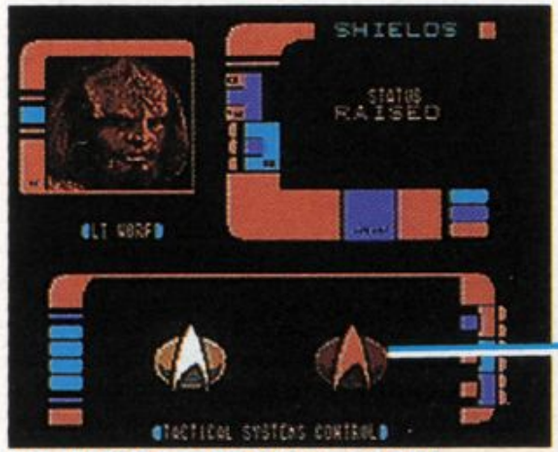
In Crew Select Mode, contact the source immediately. In Navigation Mode, press **SELECT** to toggle back to Crew Mode and make your selection.

In any case, do not delay your reading of this message—it may be of vital importance to the completion of the mission and the survival of the U.S.S. Enterprise itself!

Crew Screens

Whenever a crew member is selected from the Crew Select Screen, his Crew Screen will appear. Decide which function you require the crew member to perform, and access that function following these procedures:

- *Press **LEFT** or **RIGHT** to highlight desired crew member function.*
- *Press **BUTTON A** to access Function Screen.*
- ***SELECT** returns to Main View Screen.*
- ***BUTTON B** raises and lowers a crew member's most recent message.*

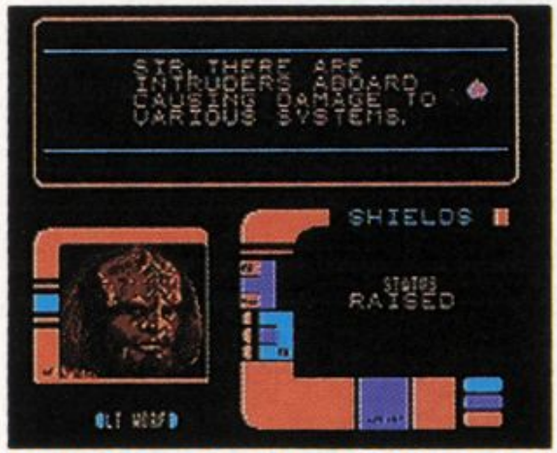


LT. WORF CREW SCREEN

***STARFLEET ADVISORY**: The Function Screen is where the desired action actually takes place. In some cases, this action is purely automatic. No mission time will elapse while these actions are executed.*

For other functions, you will be required to skillfully perform a specific activity. In these cases, mission time continues to count down and, if under attack, the U.S.S. Enterprise™ may continue to sustain damage.

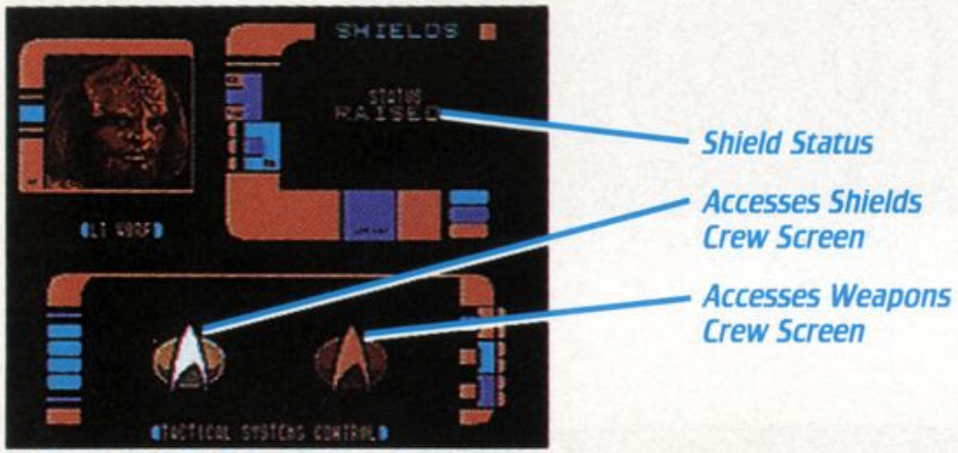
When Function Screens time out or the function activity is completed, the Main View Screen, Crew Select Mode returns.



LT. WORF CREW SCREEN WITH MESSAGE

Lt. Worf: Tactical Systems

Lieutenant Worf mans the U.S.S. Enterprise's™ defensive and offensive systems: shields and weapons. Contact him when the threat of danger is present or if a hostile encounter is unavoidable.



WORF SHIELDS CREW SCREEN

Shields

The tactical deflector system (shields) is the primary defensive system of the U.S.S. Enterprise. When activated, the shields will protect the starship from attack or any other imminent physical danger. Repeated assaults, however, may result in shield damage, limiting their effectiveness. (See the Lt. Cmdr. La Forge: Engineering Systems Control section on pages 19–22 for more on damage situations.)

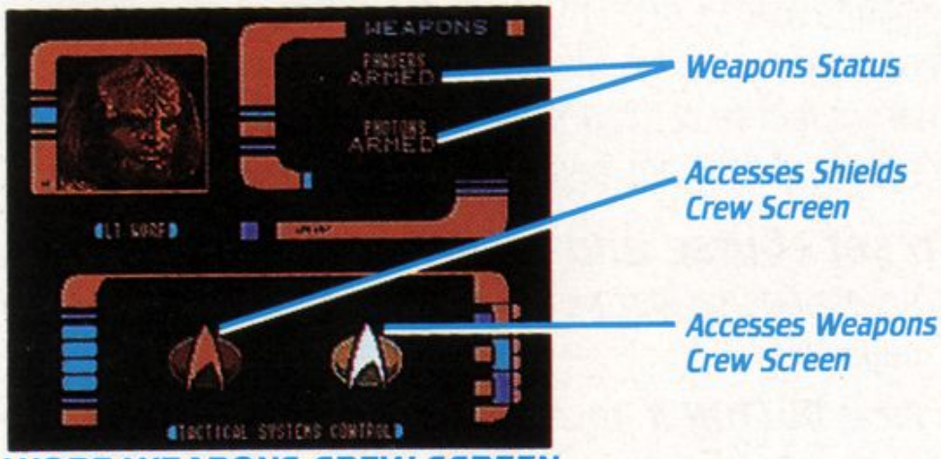
To raise or lower shields:

- *Access Shields Crew Screen as described on page 11.*
- *Check Shields' Current Status.* **LOWERED**, **RAISED** *or* **BOOSTED*** *will be displayed. Press* **BUTTON A** *to change Current Status.*
- *Shields Function Screen will appear and display activation or deactivation. When function is complete, this screen automatically times out and returns to Main View Screen.*
- **SELECT** *returns to Main View Screen at any time.*

SHIELDS FUNCTION SCREEN

*Boosting a system requires special procedures. See pages 19–20.

Weapons Systems



WORF WEAPONS CREW SCREEN

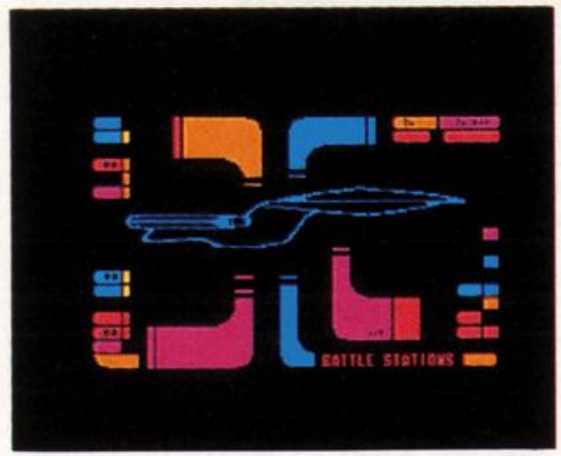
Phasers are the U.S.S. Enterprise's™ primary weapons system; photon torpedoes are more powerful, but are harder to aim. For a full discussion of weaponry and its use in battle, see the Hostile Encounters section on pages 29-30.

Phasers and photon torpedoes are always enabled together.

> ***STARFLEET ADVISORY:*** *Phasers derive their energy from the starship's warp core. This means they can potentially be weakened by damage to the starship's power supply. Mr. La Forge will provide you with the appropriate status reports.*

To arm or disarm weapons:

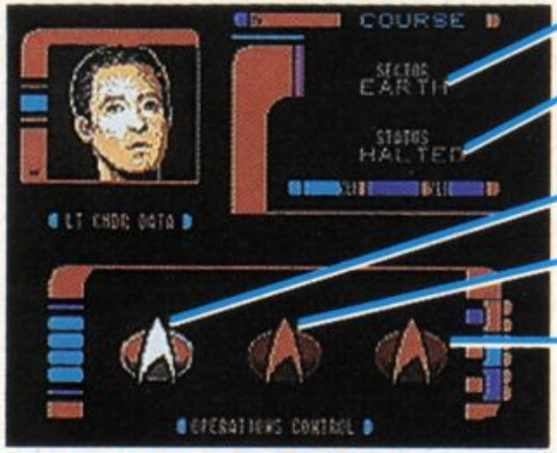
- *Access Weapons Crew Screen as described on page 11.*
- *Check Weapons Current Status.* ***ARMED***, ***DISABLED*** *or* ***BOOSTED*** *will be displayed (see footnote on page 12). Press* ***BUTTON A*** *to change Current Status.*
- *Weapons Function Screen will appear and display activation or deactivation. When function is complete, this screen automatically times out and returns to Main View Screen.*
- ***START*** *pauses*



WEAPONS FUNCTION SCREEN

Lt. Cmdr. Data: Operations Control

Lieutenant Commander Data maintains control over Operations, which involve the navigational and informational functions of the starship.



Sector U.S.S. Enterprise™ Currently Occupies

Status of Current Impulse Speed [HALTED; HALF; FULL]

Accesses Course Setting Crew Screen

Accesses Sensor Reading Crew Screen

Accesses Orbit Entry Crew Screen

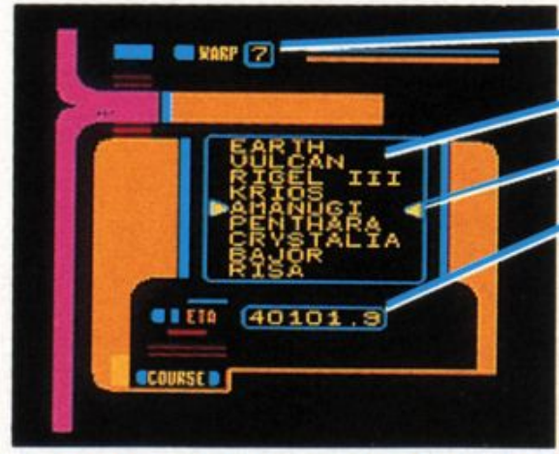
DATA COURSE SETTING CREW SCREEN

Course

Captain Picard's mission assignment always indicates a destination, and it is up to Mr. Data to get you there. Instruct him to set course and warp speed, and remember that all missions begin in Earth's sector.

To set course and warp speed:

- *Access Course Setting Crew Screen as described on page 11.*
- *Press* ***BUTTON A*** *to access Course Setting Function Screen.*



Warp Speed Indicator

Planetary Sectors

Cursor

Estimated Time of Arrival

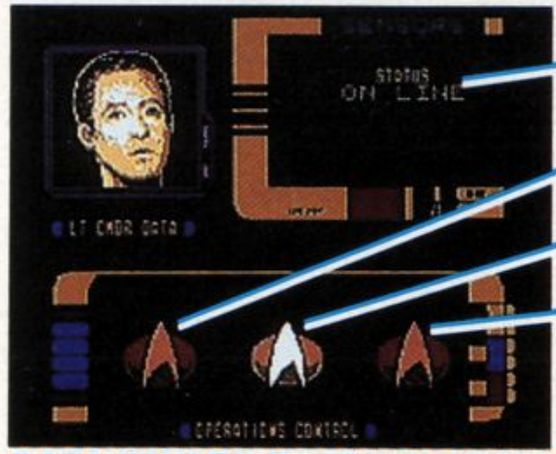
COURSE SETTING FUNCTION SCREEN

- *Press **UP** or **DOWN** to cycle through the various planetary sectors until the cursor points to the desired destination. (Sectors are listed in geocentric order, from nearest to farthest from Earth.)*
- *Press **LEFT** or **RIGHT** to adjust warp speed, which ranges from 0–9, with 9 being the greatest speed and 0 indicating no warp movement.*
- *Note that the ETA (Estimated Time of Arrival) decreases as the warp factor increases.*
- *Press **BUTTON A** to engage selections.*
- *When function is complete, the Main View screen automatically returns and Warp Drive is automatically engaged.*
- ***SELECT** aborts the warp and course setting operation and returns to the Main View Screen.*

***STARFLEET ADVISORY**: Monitor Mr. La Forge's damage reports carefully, since damage weakens the U.S.S. Enterprise's ability to reach the higher warp factors.*

Sensors

The sensors are high-powered devices designed to sweep far ahead of the starship's flight path to gather navigational information about the U.S.S. Enterprise™ and the vicinity around it. They also have limited use for detecting damage to the U.S.S. Enterprise and other vessels or planets in the area.



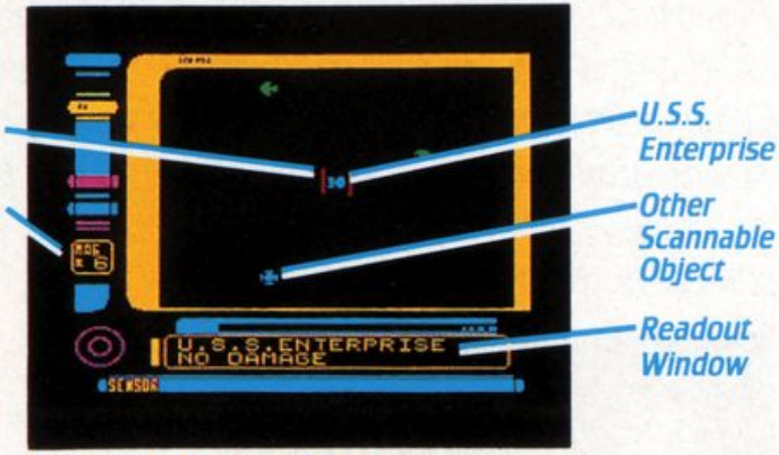
DATA SENSOR READING CREW SCREEN

To perform a sensor reading of the area around the U.S.S. Enterprise:

- *Access Sensor Reading Crew Screen as described on page 11.*
- *Press **BUTTON A** to access Sensor Reading Function Screen.*

Lt. Cmdr. Data: Operations Control (Contd.)

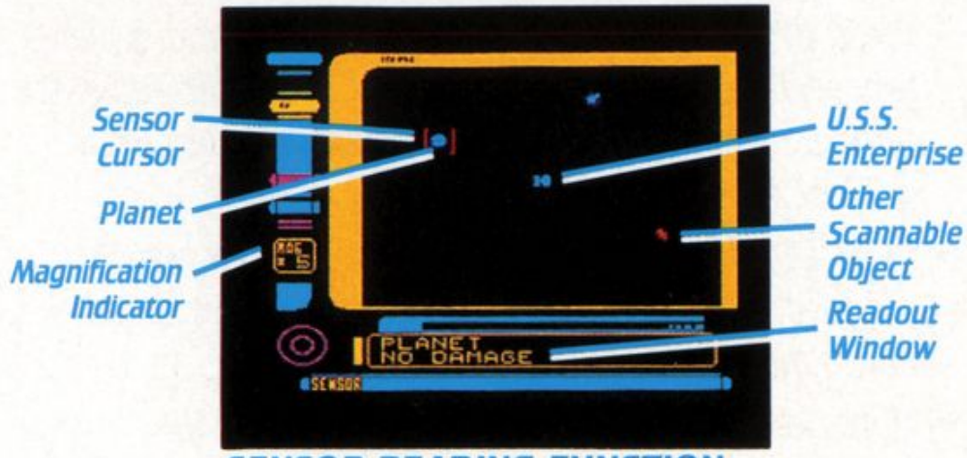
Sensors (Contd.)



SENSOR READING FUNCTION SCREEN: 6X MAGNIFICATION

- Press **UP** or **DOWN** to change magnification range, 1–6X. A 1X magnification displays the largest area around the U.S.S. Enterprise™, but distorts the distances between objects (i.e., makes objects appear closer together than they actually are) in order to show everything on-screen at the same time.

  A 6X magnification shows the area in closest proximity to the U.S.S. Enterprise, which means another object in the vicinity may not appear on this screen.
- Press **BUTTON A** to move the sensor cursor to the U.S.S. Enterprise or an object near it. A scan will be performed that will identify the object and give a rudimentary damage report in the readout window.



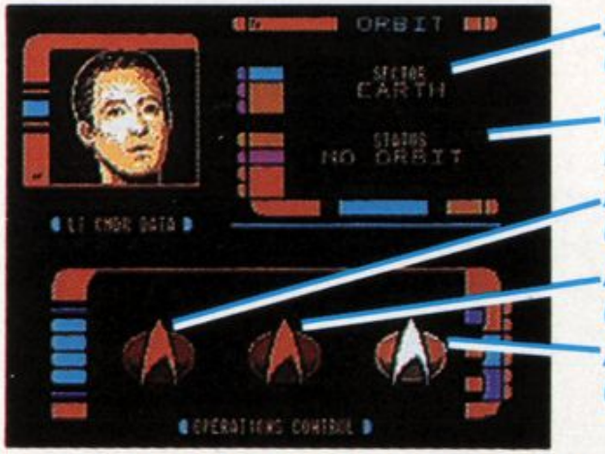
SENSOR READING FUNCTION SCREEN: 3X MAGNIFICATION

- Press **SELECT** at any time during or after your scan to return to the Main View Screen.

> **STARFLEET ADVISORY:** If the sensors indicate damage to the U.S.S. Enterprise, it is recommended that Mr. La Forge in Engineering be contacted immediately for a more detailed report (see pages 19–22).
>
> If the sensors are damaged, you may obtain partial—or perhaps no—information from them.

Orbit

In order to transport cargo or life forms to and from a planet, the U.S.S. Enterprise™ must first enter into a stable orbit around that planet. (See pages 23–27 for more on the Transporter process.)



DATA ORBIT ENTRY CREW SCREEN

To achieve orbit:

- *Access Orbit Entry Crew Screen as described on page 11.*
- *Press **BUTTON A** to access Orbit Entry Function Screen.*

ORBIT ENTRY FUNCTION SCREEN

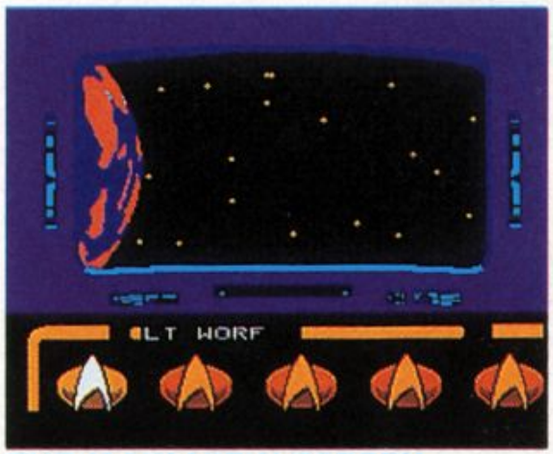
- *The computer will prompt you to follow the optimal path for entering orbit. A series of target matrices in the form of squares will be displayed for you to navigate through and keep the U.S.S. Enterprise on course.*
- *Press **UP**, **DOWN**, **RIGHT**, or **LEFT** to steer your starship through the center of these squares as you approach them.*
- *The bar graph at the bottom of the screen serves two functions:*

Lt. Cmdr. Data: Operations Control (Contd.)

1) The number of bars displayed is equal to the number of matrices you will need to steer through. This number will increase as your ranking improves and you are assigned more complex missions.

2) The height of the bars directly corresponds to your success in steering through the targets. They increase in size any time you make a miscalculation that affects your staying on course.
Miscalculations range from touching a matrix border to missing a matrix completely. The computer averages your success rate to determine if you have achieved orbit. A large number of errors severely inhibit that possibility.

- The **CAUTION** light flashes when you are in danger of failing the attempt.
- If you are unable to achieve orbit, Mr. Data will inform you of your failure. For another attempt, follow the procedures described to re-access the Orbit Entry Function Screen.
- When orbit has been achieved, the target planet can be seen on the Main View Screen, and the Orbit Crew Screen will display **IN ORBIT**.
- When the function is complete, the Main View Screen automatically returns.
- **SELECT** returns to Main View Screen at any time and aborts the orbit attempt.
- **START** pauses.

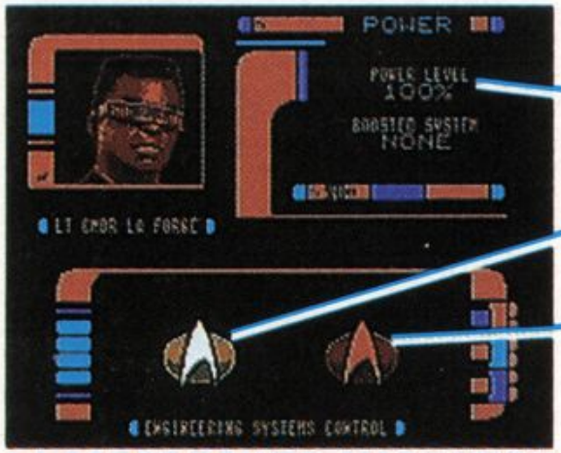


**THE MAIN VIEW SCREEN:
SUCCESSFUL ORBIT HAS BEEN ACHIEVED**

Lt. Cmdr. La Forge: Engineering Systems Control

Lieutenant Commander Geordi La Forge heads the Engineering division, which monitors the U.S.S. Enterprise's™ Warp Core—the crucial source of power for all of the starship's systems. All repair work and power allocation is performed by Mr. La Forge and his technical team.

Power



Available Warp Core Power

Accesses Power Allocation Crew Screen

Accesses System Repairs Crew Screen

LA FORGE POWER ALLOCATION CREW SCREEN

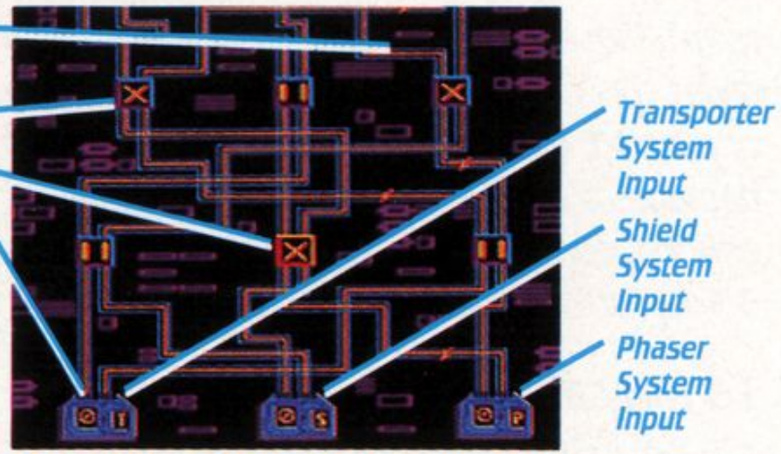
Certain situations may call for the transfer of energy from the Main Warp Core to three major starship systems: Phasers, Shields, and Transporter. Your decision to divert this power should take into consideration the type of mission; emergency situations resulting from battle damage or other types of sustained damage; other emergency circumstances (see Red Alert Scenarios on pages 31–32 for examples of such crises).

To allocate power:

- *Access Power Allocation Crew Screen as described on page 11.*
- *Press **BUTTON A** to access Power Allocation Function Screen.*

Lt. Cmdr. La Forge: Engineering Systems Control (Contd.)

Power (Contd.)

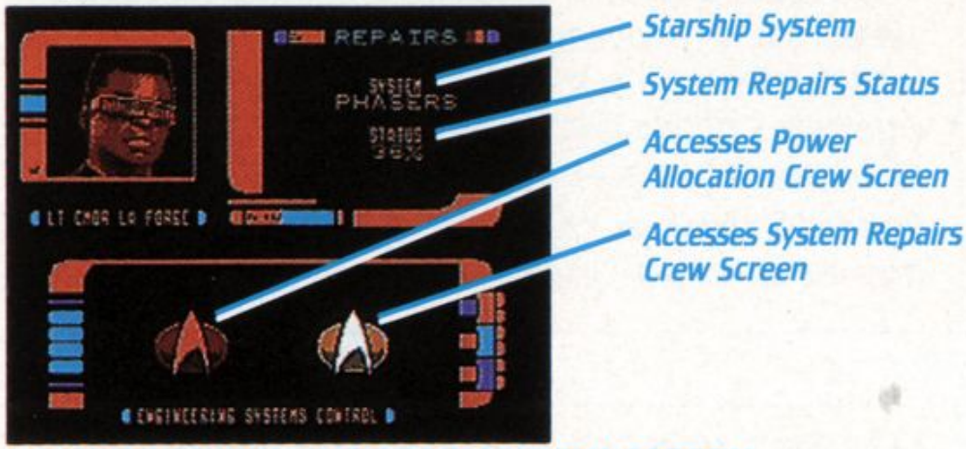


POWER ALLOCATION FUNCTION

- *An Engineering circuit board is displayed. A series of power sparks are released from the top that begin moving toward the system inputs on the bottom.*
- *Press **UP**, **DOWN**, **LEFT**, and **RIGHT** to move the cursor around the circuit board, from chip to chip.*
- *Guide the sparks toward the desired system inputs by moving the cursor to a particular chip the spark has not yet reached. Then press **BUTTON A** to change the selected chip's polarity from "**X**" or "=" to change the path of the spark.*
- *The system input containing the most sparks at the end of the procedure is now boosted. Boosting a system will always double its efficiency.*
- *Three to seven sparks may be released at any one time, with the greater numbers appearing in later missions.*

> ***STARFLEET ADVISORY:*** *It is recommended that shields or weapons receive extra precautionary boosting if hostile encounters are anticipated.*

Repairs



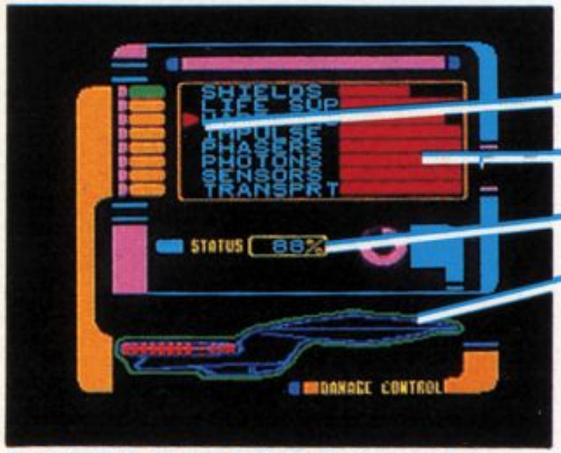
LA FORGE SYSTEM REPAIRS CREW SCREEN

Mr. La Forge automatically begins repair work on the U.S.S. Enterprise's™ most important system. He will continue that repair work until it is complete, moving on to the next system in priority order unless you instruct him to do otherwise.

To assign a new repair priority:

- *Access Repairs Crew Screen as described on page 11.*
- *Press **BUTTON A** to access System Repairs Function Screen.*

Lt. Cmdr. La Forge: Engineering Systems Control (Contd.)



Cursor

System Status Bars

System Status Window

Displays Areas Of Starship Affected By Damage

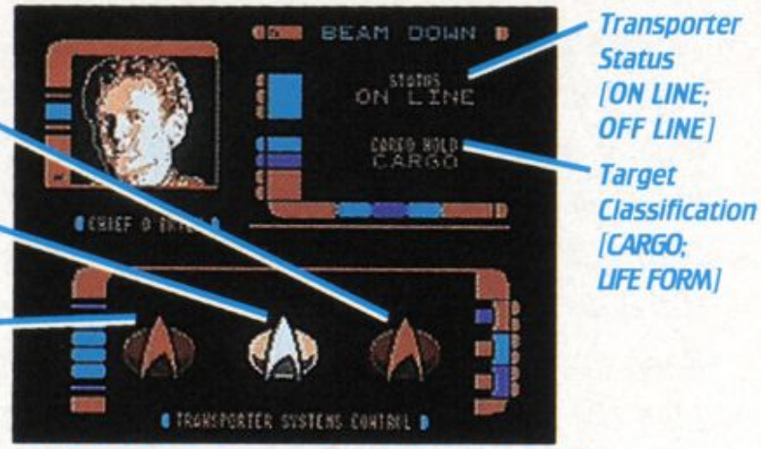
SYSTEM REPAIRS FUNCTION SCREEN

- *A flashing graphic display at the bottom of the System Repairs Function Screen highlights the U.S.S. Enterprise's™ affected areas. The rate of flashing signifies the amount of damage in that area of the starship.*
- *Press **UP** or **DOWN** to move the cursor to the system you want to examine. Its current repair status will be displayed in the System Status Window. Press **BUTTON A** to have Mr. La Forge begin work on that system.*
- *Observe the corresponding System Status Bars for feedback as to which systems are in the most severe decline. The Status Bars will also indicate the rate of repair work.*
- ***SELECT** returns to Main View Screen at any time.*

***STARFLEET ADVISORY:** If extensive or crucial repairs are needed quickly, you may decide to warp back to Earth's sector and enter orbit there. Then, because of the U.S.S. Enterprise's close proximity to Federation resources, Mr. La Forge and his crew can work more efficiently. Remember, however, that warping from sector to sector may use up valuable mission time.*

***STARFLEET ADVISORY:** The Life Support systems are crucial to the survival of the your starship's crew. When the repair status of this vital area reaches zero, your crew will perish and your mission will be declared a failure.*

Chief O'Brien: Transporter Systems Control



O'BRIEN BEAM UP CREW SCREEN

Chief Miles O'Brien supervises the U.S.S. Enterprise's™ Transporter Systems, an efficient means of conveyance for both animate (life forms) and inanimate (cargo) payload.

Due to the limited operational range of the Transporter, it is imperative that certain procedures be followed to ensure a successful beaming process:

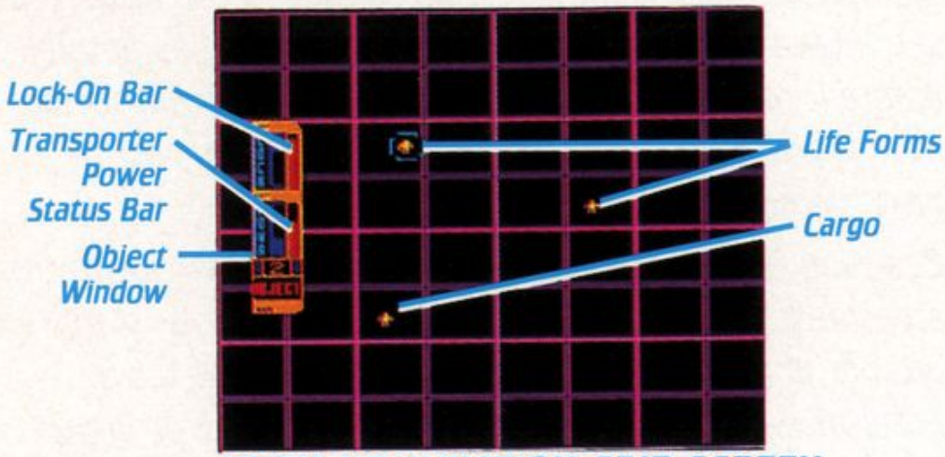
To beam up from or down to a planet, the U.S.S. Enterprise must first achieve orbit around that planet. Refer to the Lt. Cmdr. Data: Operations Control section on pages 14–18 for orbit setting procedures.

To beam up from or down to a starship, match the U.S.S. Enterprise's speed and direction to that of the other vessel. Maneuver as close to the other starship as possible, before it passes by. Reports from the field seem to suggest approaching starships from the aft (rear) as the best method to reach transporter range.

Beaming up from or down to a starbase is similar to the steps described for starships. The difference is, starbases are not in motion, so you need only steer the U.S.S. Enterprise close to the base until you reach transporter range.

Chief O'Brien: Transporter Systems Control (Contd.)

Beam Up



BEAM UP FUNCTION GRID SCREEN

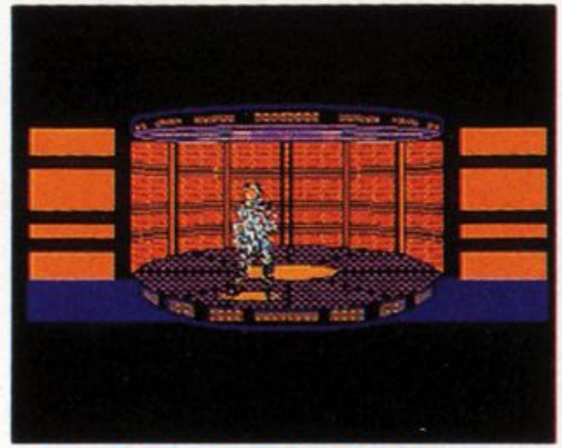
To beam up:

- Access the Beam Up Crew Screen as described on page 11.
- Press **BUTTON A** to access Beam Up Function Grid Screen .
- Check the Object Window for the total number of targets you are required to beam up.
- Press **UP**, **DOWN**, **RIGHT**, or **LEFT** to scroll around the grid without the Transporter Sight. Press **BUTTON A** to bring up the Transporter Sight.
- To move the Transporter Sight, keep holding **BUTTON A** and press **UP**, **DOWN**, **RIGHT**, or **LEFT**.
- Targets can only be transported in a specific order, as determined by the U.S.S. Enterprise™ systems. For this reason, a special Lock-On bar graph is displayed that will indicate when you are in range of a potential beam target. The bar increases in size as you approach the approved target.

  Keep in mind that the Lock-On Bar will not respond at all if the sight is on a target that violates the pre-set transporting order. The computer will not permit beaming out of sequence.
- When the approved target is in view, press and hold **BUTTON A** to bring up the Transporter Sight. Surround the target in the sight. The Transporter Power Status Bar will begin to increase. Keep the target within the sight until the Transporter Power Status Bar reaches maximum strength.

Again, note that transporting is impossible (the Power Status Bar will not respond) if you have sighted a non-valid (out of sequence) target.

- *The target(s) will re-materialize in the Transporter Chamber when all targets have been beamed.*
- *When function is complete, the Main View Screen automatically returns.*
- ***SELECT** will abort the transporter operation at any time and return to the Main View Screen.*
- ***START** pauses.*



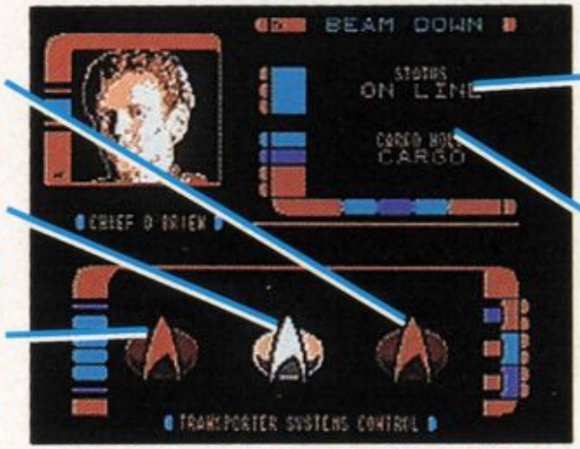
A LIFE FORM HAS BEEN SUCCESSFULLY BEAMED UP

***STARFLEET ADVISORY:** When the Transporter is boosted, the Power Status Bar will increase at a faster rate, which allows the beaming process to occur more rapidly as well. (See pages 19–20 for more details on system boosting.)*

***STARFLEET ADVISORY:** When the Transporter target is a life form, sighting may prove difficult. Sentient beings are often (but not always) encountered in highly unstable situations. They may appear panic-stricken and in constant motion through the grid, requiring more time to track down. Cargo, which is inanimate, remains stationary in fixed locations.*

Chief O'Brien: Transporter Systems Control (Contd.)

Beam Down



Accesses Intruder Crew Screen

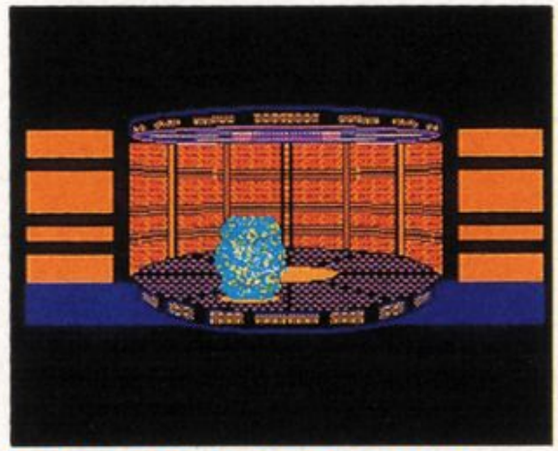
Accesses Beam Down Crew Screen

Accesses Beam Up Crew Screen

Transporter Status [ON LINE; OFF LINE]

Contents of Cargo Hold [CARGO; LIFE FORM]

O'BRIEN BEAM DOWN CREW SCREEN



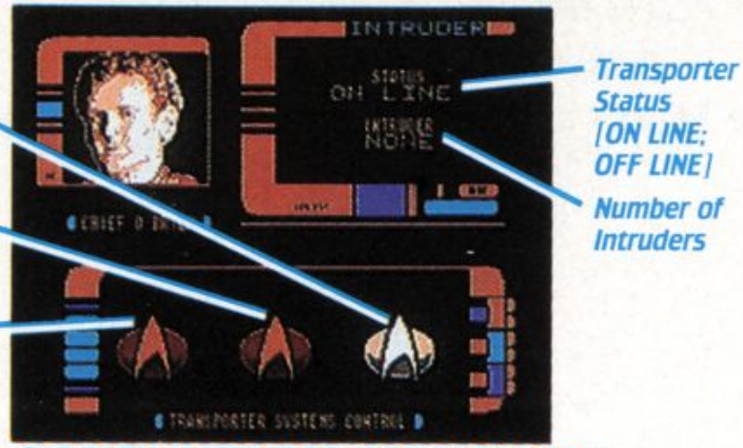
CARGO DE-MATERIALIZING FOR BEAMING DOWN

Beaming down is a virtually automatic operation. Once your payload (cargo or life form) is in the Transporter Chamber and the U.S.S. Enterprise™ is in Transporter Range, the procedure is simple.

To beam down:

- *Access the Beam Down Crew Screen as described on page 11.*
- *Press **BUTTON A** to energize.*
- *When function is complete, the Main View Screen automatically returns.*
- ***SELECT** returns to Main View Screen at any time.*

Intruder

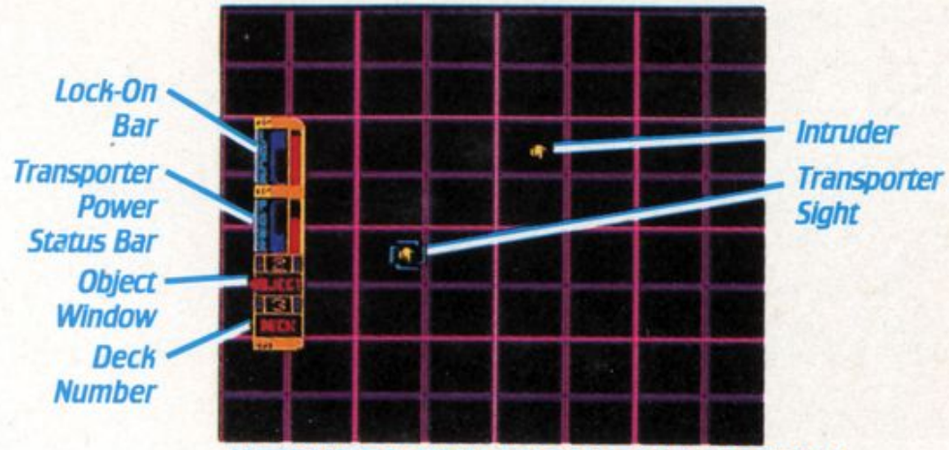


O'BRIEN INTRUDER CREW SCREEN

As a mission progresses, there is the possibility the U.S.S. Enterprise™ will be infiltrated by one or more unknown entities. After you receive this Red Alert message, contact Chief O'Brien to take immediate action. (See Red Alert Scenarios on pages 31–32 for a more detailed discussion of this and other such occurrences.)

To beam an intruder off the U.S.S. Enterprise:

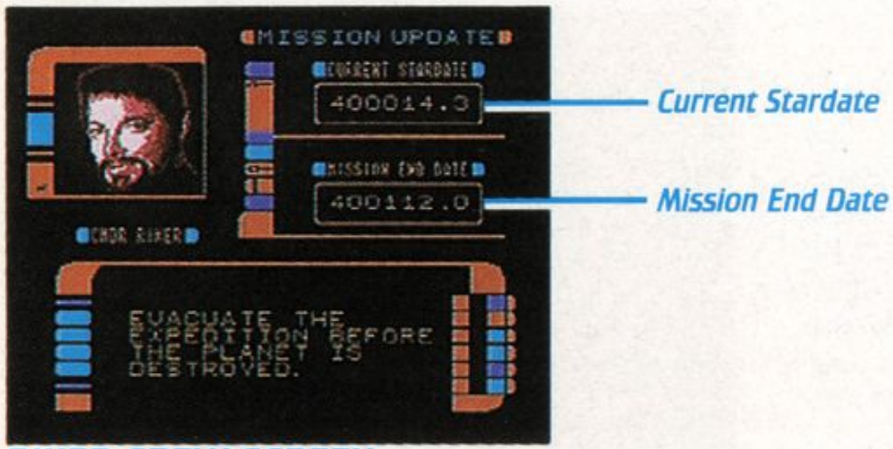
- *Access the Intruder Crew Screen as described on page 11.*
- *Press **BUTTON A** to access Intruder Function Grid Screen.*
- *Follow the procedural techniques of Beaming Up, as outlined on pages 24–25.*



INTRUDER FUNCTION GRID SCREEN

- *Note that the grid now reflects areas and levels of the U.S.S. Enterprise where the intruder(s) may be lurking. Holding **BUTTON B** while pressing **UP** and **DOWN** enables you to view eight decks of the starship.*
- *The intruder(s) move constantly throughout the starship. If your Lock-On Bar indicates you are closing in on one, transport it quickly or it may flee to another deck and cause your Lock-On Bar to go blank.*
- *As with all Beam Up operations, targets can only be transported in a specific order, as determined by the U.S.S. Enterprise computer.*
- ***SELECT** will abort the transporter operation at any time and return to the Main View Screen.*
- ***START** pauses.*

Cmdr. Riker: Mission Control



RIKER CREW SCREEN

Contact Commander William Riker at any time during a mission to receive a recap of Captain Picard's original orders. Commander Riker will also give you the current Stardate as well as your mission's end date. Among other factors, your success or failure depends upon your ability to complete a mission before the end date.

To reach Mission Control:

- *Access the Mission Control Crew Screen as described on page 11.*
- ***SELECT** returns to Main View Screen at any time.*

Hostile Encounters

Hostile Encounters always take place on the Main View Screen in Navigation Mode. Before entering into battle, be sure to order Mr. Worf to arm the weapons and shields systems (pages 12–13).

Remember that the starships of your opponents vary in power, speed, and cunning. Experiment with your battle strategies against these different types of ships; try using different impulse speeds while engaging these opponents.

Phasers

Of the U.S.S. Enterprise's™ two weapons systems, the phasers are the easiest to aim. To be fully effective, phasers require sustained hits on a target.

The Phaser System derives its power from the U.S.S. Enterprise's Warp Core. In battle, be sure to stay in full communication with Mr. La Forge to monitor the phasers' power status. Be prepared to re-allocate power if necessary (see pages 19–20).

When the U.S.S. Enterprise is hit by enemy phasers, the screen will shake.

PHASERS FIRING

To fire phasers:

- *Make sure the phasers are armed and relatively undamaged.*
- *Press **UP**, **DOWN**, **RIGHT**, and **LEFT** to aim while in Navigation Mode on the Main View Screen. Press **BUTTON A** to fire.*

Hostile Encounters (Contd.)

Photon Torpedoes

Photon torpedoes can do more damage to a target than the phasers, but are more difficult to aim reliably. Only two torpedoes can be in flight at any one time; one must explode before a third torpedo can be fired.

Rely on Mr. La Forge for damage updates on the torpedoes' launchers. If these launchers are sufficiently weakened, they will not perform properly, if at all.

When your starship is hit by enemy photon torpedoes, the screen will shake and flash.

PHOTON TORPEDOES FIRING

To fire photon torpedoes:

- *Make sure the photon torpedoes are armed and relatively undamaged.*
- *Press **UP**, **DOWN**, **RIGHT**, and **LEFT** to aim while in Navigation Mode on the Main View Screen. Press **BUTTON B** to fire.*

***STARFLEET ADVISORY:** Some missions may require you to disable an enemy ship without completely destroying it. To do this, you must inflict enough damage so that the ship is no longer able to function. The Sensor Reading Function Screen (pages 15–16) indicates when disabling has been achieved. Accidentally destroying an enemy ship in this situation may negatively affect your mission rating.*

***STARFLEET ADVISORY:** If the U.S.S. Enterprise's™ Warp Core Power drops to critically low levels, your weapons systems may disarm themselves. Mr. La Forge may then have to increase their power before you are able to re-arm them.*

Red Alert Scenarios

In any given mission, at any time, certain Red Alert Scenarios can occur. These random events are of crisis proportion and jeopardize not only the mission, but the lives of the entire U.S.S. Enterprise™ crew.

As with all urgent crew communications, Red Alert Scenarios begin with a flashing Starfleet crew insignia on the Main View Screen. In the case of a Red Alert, the insignias will both flash and beep.

Each of the following circumstances will be announced by a particular crew member. Starfleet strongly urges specific and immediate action if such events arise.

Commander Riker will alert you if the ship encounters a temporal rift.

CMDR. RIKER WARNS OF A TEMPORAL RIFT

Temporal Rift

This unusual and powerful phenomenon is monitored by Commander Riker, who will deliver this message on his crew screen.

Due to a confluence of unexplained cosmic disturbances when the U.S.S. Enterprise is engaging warp drive, time begins moving backwards, threatening the mission. The current Stardate displayed on Commander Riker's Mission Control Screen will actually move in reverse.

To free the U.S.S. Enterprise from this effect, Commander Data must be ordered to set an orbit around the closest star. Follow the same orbital path procedures as outlined on pages 17–18. A course does not have to be set for this star—Mr. Data will already have done so.

You will only have one chance to achieve successful orbit; if you fail, the mission fails.

Intruder Alert

Lieutenant Worf will announce this intensely dangerous security breach.

Red Alert Scenarios (Contd.)

Intruder Alert (Contd.)

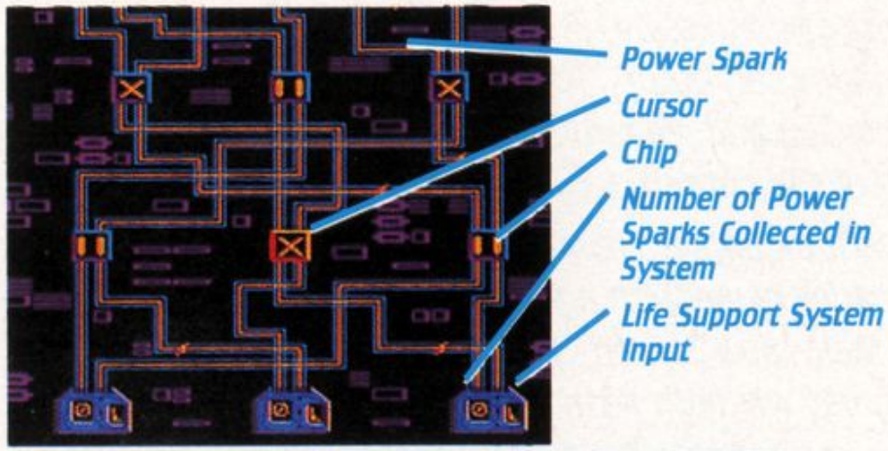
LT. WORF WARNS OF A SECURITY BREACH

One or more living parasitic entities may invade your starship during a mission and progressively cause damage to various U.S.S. Enterprise™ systems. The intruders must be located and beamed off the ship by Chief O'Brien, using the procedure described on page 27.

Once all intruders are removed, Mr. La Forge should commence repair to the systems affected by their invasion.

Life Support System Failure

Mr. La Forge will signal the progressive draining of power from the Life Support System—the most vital of all U.S.S. Enterprise systems. At this time, all other mission operations must be suspended so that the Engineering crew can devote their full attention to this repair.



LIFE SUPPORT POWER ALLOCATION SCREEN

To restore power to the Life Support Systems:

- *Access Mr. La Forge's Power Allocation Function Screen, as discussed on pages 19–20 .*
- *Notice that the bottom of the engineering circuit board now displays only Life Support System Inputs (the three inputs are identified by the letter "**L**"), which replace the other system inputs.*
- *Navigate the power sparks around the circuit board using the techniques described on page 20. Note the following significant difference:*
  To repair the Life Support System, you must now guide one spark only into each of the three inputs. If any input collects more than one spark, the repair attempt fails and must be attempted again.
- *When function is complete, the Main View Screen automatically returns.*
- ***SELECT** returns to Main View Screen at any time.*
- ***START** pauses.*

Mission Summary and Password Assignment

CAPTAIN PICARD RATES YOUR MISSION PERFORMANCE

At the end of a mission, your instructor informs you of your success or failure. Next, press any button or key to receive your ranking and password. Cadet ranking is based on Tutorial performance and ranges from Ensign to Captain.

Promotions require consistent successful performance on a series of missions, the number of which is determined confidentially by your instructor. When higher rankings are achieved, you will receive more difficult and complex missions that contain an increased number of variables and Red Alert Scenarios.

PASSWORD ASSIGNMENT SCREEN

The password you receive correlates with your ranking, and will allow you to preserve that ranking if you resume the Tutorial at a later date. Be sure you have memorized your password before shutting down the Tutorial, or when you re-start, you will lose your ranking and have to begin as a novice.

Refer to Page 6 to review password entry procedures.

Absolute Entertainment Inc.'s Limited 90-Day Warranty

Absolute Entertainment , Inc. warrants to the original retail purchaser of this video game computer program ("Program") that the Game Pak ("Game Pak") on which the Program is embodied will be free from defects in materials and workmanship for a period of ninety (90) days from the day of purchase. If your Game Pak becomes defective during that period, Absolute Entertainment, Inc. will replace it free of charge.

To replace a defective Game Pak during the warranty period, mail the entire Game Pak, proof of your purchase with the purchase date circled, a brief statement describing the defect, and a large, self-addressed stamped envelope to:

Warranty Officer
Absolute Entertainment, Inc.
10 Mountainview Road
Upper Saddle River, New Jersey 07458
Tel: (201) 818-1141

If your Game Pak fails after the end of the 90-day warranty period, you may return it to Absolute Entertainment, Inc. at the address above along with a check or money order for $25.00, a brief statement describing the defect, and a large self-addressed stamped envelope. This offer to repair or replace defective Game Paks after the end of the 90-day warranty period may be withdrawn at any time without notice.

We recommend that defective Game Paks be packaged carefully and sent certified mail, return receipt requested. Absolute Entertainment, Inc. will not be responsible for replacing defective Game Paks until they have been received by us at the above address.

This warranty is limited to the Game Pak as originally supplied by Absolute Entertainment, Inc.. and is not applicable to the Program embodied on the Game Pak. This warranty will not be honored if the defect has arisen through abuse, mistreatment, improper care of the Game Pak, neglect, or normal wear and tear.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATIVES OR CLAIMS OF ANY NATURE WILL BE BINDING ON OR OBLIGATE ABSOLUTE ENTERTAINMENT, INC. IN NO EVENT WILL ABSOLUTE ENTERTAINMENT, INC. BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAME PAK OR PROGRAM, INCLUDING DAMAGE TO PROPERTY, AND TO THE EXTENT PERMITTED UNDER THE LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ABSOLUTE ENTERTAINMENT, INC. HAS BEEN PREVIOUSLY ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

THE PROGRAM IS SOLD "AS-IS" AND NO WARRANTIES EXPRESS OR IMPLIED, INCLUDING WARRANTIES FOR MERCHANTABILITY OR FITNESS OR PURPOSE, WILL BE APPLICABLE.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIAL LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

Also from Absolute:

FOR GAME BOY®:

STAR TREK®
THE NEXT GENERATION™

"...Absolute has delivered a first-rate ST: TNG cartridge..."
– Video Games & Computer Entertainment magazine

Game Boy's critically-acclaimed starship simulation! Take the helm of the Galaxy Class Starship U.S.S. Enterprise™ in this portable version of the Advanced Holodek Tutorial! You'll encounter more of the split-second challenges you faced on the NES, plus new missions and more strange new worlds to explore!

On Sale Now!

Designed by Mark Beardsley and Gregory A. Faccone

GAME PLAY QUESTIONS?
CALL
201-818-8878
Monday thru Friday 9AM – 5PM Eastern Time

VISA MasterCard

HAVING TROUBLE FINDING OUR GAMES?
THEN CALL OUR TOLL-FREE NUMBER TO ORDER DIRECTLY:

1-800-237-8400

ASK FOR EXTENSION 201

(VISA and MASTERCARD accepted. A postage and handling charge of $4.00 will be added to each order. New Jersey residents add 6% sales tax.)

PLEASE NOTE THAT THIS NUMBER IS FOR ORDERS ONLY.
IT IS NOT EQUIPPED TO HANDLE GAME PLAY COUNSELING QUESTIONS.

TM, ®, and © 1993 Paramount Pictures. All Rights Reserved. Star Trek: The Next Generation is a trademark of Paramount Pictures. Absolute Entertainment Authorized User.

STAR TREK®
THE NEXT GENERATION™

CONCEPT AND DESIGN: *Mark Beardsley & Gregory A. Faccone*
GRAPHICS: *Gregory A. Faccone and Dan Peters*
PROGRAMMING: *Mark Beardsley and Roger Amidon*
ADDITIONAL PROGRAMMING: *Henry C. Will IV*
MUSICAL ARRANGEMENT: *Mark Van Hecke*
TECHNICAL DIRECTION: *Henry C. Will IV*
CREATIVE DIRECTOR: *Carol Albert*
PRODUCER: *Dan Kitchen*
SPECIAL THANKS: *Barry Marx, Tak Lau, and Ross Harris*
PACKAGE AND MANUAL DESIGN: *W. R. Wentworth*
INSTRUCTION MANUAL: *Barry Marx*

ABOUT THE DESIGNERS:

Mark Beardsley *has a B.S. degree in computer science. A top-ranked international pinball player, Mark's design credits include Ren & Stimpy™ (T•HQ) and The Adventures of Rocky and Bullwinkle and Friends™ (T•HQ), both for the Game Boy system.*

Gregory A. Faccone *holds various art and animation degrees. A science fiction enthusiast, Greg has been designing his own characters and worlds for over 10 years. His art appears in The Adventures of Rocky and Bullwinkle and Friends™ on the Super Nintendo Entertainment System® (T•HQ), and in Absolute's forthcoming Disney title Goofy.*

ABSOLUTE™

TM, ®, & © Paramount Pictures. All Rights Reserved. Star Trek: The Next Generation is a trademark of Paramount Pictures. Absolute Entertainment Authorized User. Published by Absolute Entertainment, Inc., 10 Mountainview Road, Suite 300 South, Upper Saddle River, NJ 07458. Absolute Entertainment is a registered trademark of Absolute Entertainment, Inc. All Rights Reserved. Game, documentation, and Absolute logo © 1993 Absolute Entertainment, Inc. All Rights Reserved.

PRINTED IN JAPAN